

In the claims:

A complete listing of claims follows:

1-37. (canceled)

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38. (new) An improved table game apparatus of the type used to play a primary table game of chance, the improved table game apparatus comprising in combination:

A. a gaming table having a game surface;

10 B. a plurality of game player locations on the gaming table, adjacent to which a plurality of game players may play the primary table game of chance and place at least one primary game wager in connection with the primary table game of chance;

C. at least one dealer location on the gaming table, adjacent to which a dealer may operate the table game apparatus;

15 D. a video display mounted above the gaming table whereby each player among the plurality of game players may simultaneously view the video display while at the game player locations;

E. a plurality of video presentations, the video presentations being generated independently from the table game;

20 F. a video controller in communication with the video display, the video controller being configured to cause the video display to display at least one of the plurality of video presentations;

G. a tuner in communication with the video controller, the tuner adapted to receive the video presentations and to provide the video presentations to the video controller; and

H. a digital computing unit in communication with the video controller, whereby the plurality of video presentations, the video controller, the tuner, the video display, and the digital computing unit cooperatively provide at least a plurality of types of supplemental video content simultaneously viewable by each player among the plurality of game players while at the plurality of game player locations at the gaming table.

39. (new) The improved table game apparatus of claim 38 wherein a moveable player input device is disposed on the game surface and is in communication with the digital computing unit, the player input device being moveable between the game player locations whereby at least one game player may input commands to the computing unit in order to play a supplemental game.

40. (new) The improved table game apparatus of claim 38 also having a supplemental game program loaded into the digital computing unit whereby the video display and digital computing unit cooperatively provide a supplemental display visible to the plurality of game players while at the game player locations at the gaming table.

41. (new) The improved table game apparatus of claim 38 also having a supplemental game program loaded into the digital computing apparatus whereby the video display, the digital computing unit, and the player input device cooperatively provide an interactive supplemental game display visible to the plurality of game players while at the game player locations at the gaming table.

42. (new) The improved table game apparatus of claim 39 wherein the player input device is in communication with a machine input device, the machine input device in communication with the digital computing unit.

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43. (new) The improved table game apparatus of claim 42 wherein a table input device is in communication with the digital computing unit.

44. (new) The improved table game apparatus of claim 42 wherein the machine input device is disposed on the game surface adjacent the dealer location.

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45. (new) The improved table game apparatus of claim 43 wherein a polling unit is in communication between the digital computing unit and the machine input device and the table input device.

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46. (new) A table game video system for use with a plurality of game tables of the type used to play a primary table game of chance and having a plurality of game player locations adjacent to which a plurality of game players may play and place at least one primary game wager in connection with the primary table game of chance, the table game video system comprising in combination:

A. a system computing server;

B. a video hub adapted to receive a plurality of video presentations from a plurality of content sources, the content sources being configured to generate video presentations independent of the table game video system;

C. a video content distribution network in communication with the video hub and the system computing server, the video content distribution network receiving the plurality of video presentations from the video hub;

D. a plurality of video displays in communication with the video content distribution network, each of the video displays being mounted above at least one gaming table such that the video displays are visible to each of the game players at the game table; and

E. a supplemental video game program loaded into the system computing server whereby, the video displays and system computing server cooperatively provide supplemental video game content viewable by the plurality of game players while at the plurality of game player locations at their respective game tables.

47. (new) The table game video system of claim 46 wherein the system computing server dynamically selects among the plurality of video presentations for display.

48. (new) The table game video system of claim 46 wherein at least one game table input device is mounted in association with each gaming table.

49. (new) The table game video system of claim 48 wherein at least one game player may input commands to the system computing server unit using the game table input device.

50. (new) The table game video system of claim 46 wherein at least one game player may play a supplemental game.

51. (new) The improved table game apparatus of claim 46 wherein a side wagering game program portion, the video display, and the system computing server cooperatively provide a supplemental game display on one of said video displays simultaneously visible to all of said game players at the game player locations at one of said gaming tables.

52. (new) The improved table game apparatus of claim 48 wherein a side wagering game program portion, the video display, the system computing server, and the game table input devices cooperatively provide an interactive supplemental game display visible to the plurality of game players when at the game player locations at the gaming table.

53. (new) An improved table game system of the type used to play card games in which a plurality of game players may place wagers in connection with the card games, the improved table game system comprising in combination:

A. at least a first and a second card gaming table;

5 B. a video system associated with the first and second card gaming tables and including:

i. a first video display apparatus in communication with a computer network and mounted in association with the first card gaming table whereby a first game player at the first game table may view first card gaming table side-wager indicia on the video display apparatus;

10 ii. a second video display apparatus in communication with the computer network and mounted in association with the second card gaming table whereby a second game player at the second card game table may view second card game table side-wager indicia on the video display apparatus;

iii. a video hub in communication with multiple independent video content sources;

15 iv. a video content serving apparatus in communication with the video hub and the first video display apparatus and the second video display apparatus;

v. at least a first supplemental game input unit mounted in association with the first card game table whereby the first card game player may input side wagering commands to the video content server; and

20 vi. at least a second supplemental game input unit mounted in association with the first card game table whereby the second card game player may input side wagering commands to the video content server.

54. (new) A method of operating a table gaming business, the method including the following steps, but not necessarily in the order shown:

A. on at least one game table, operating a table game of chance in which one or more game players are provided the opportunity to place wagers on the outcome of a primary table game of chance;

B. receiving a plurality of independent video presentations into a video hub;

C. distributing the independent video presentations from the video hub to a video display, the video display being simultaneously viewable by the one or more game players at the one game table;

D. providing a moveable player input device;

E. allowing at least one game player the opportunity to participate in a supplemental game conducted at least in part in conjunction with supplemental game video content displayed on the video display;

F. allowing the at least one game player to input a game selection on the player input device;

G. displaying a supplemental game outcome on the video display; and

H. displaying additional non-game video content through the video display.

55. (new) The method of claim 54 wherein the method also includes as step D: the non-game video content on the video display is dynamically alterable and viewable by the one or more game players when at the one game table.

56. (new) The method of claim 54 wherein the non-game video content includes at least a text banner.

57. (new) The method of claim 54 wherein the non-game video content includes at least advertising content.

58. (new) The method of claim 54 wherein the non-game video content includes at least sports
5 content.

59. (new) The method of claim 54 wherein the non-game video content includes at least music entertainment content.

10 60. (new) The method of claim 54 wherein the non-game video content is generated separately from the game table.

61. (new) A method of operating a table gaming business, the method including the steps of:

A. on each among a plurality of game tables, operating a table game of chance in which one or more game players at said game table are provided the opportunity to place wagers on the outcome of a primary table game of chance;

5 B. receiving a plurality of independent video presentations into a video hub;

C. distributing the video presentations to a plurality of video displays, each of which video displays being mounted in association with at least one game table among the plurality of game tables and viewable by said one or more game players at said one game table;

10 D. allowing at least one game player the opportunity to also participate in a supplemental game conducted at least in part in conjunction with the video presentations displayed on the video display viewable to the at least one game player; and

15 E. displaying non-game content on one or more among the plurality of video displays.

62. (new) The method of claim 61 wherein the non-game content is dynamically selectable whereby the wagering and non-wagering content is viewable from at least the particular game tables associated with said one or more among the plurality of video displays.

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63. (new) The method of claim 61 wherein the non-wagering video content includes at least a text banner.

64. (new) The method of claim 61 wherein the non-wagering video content includes at least advertising content.

5 65. (new) The method of claim 61 wherein the non-wagering video content includes at least sports content.

66. (new) The method of claim 61 wherein the non-wagering video content includes at least music entertainment content.

10 67. (new) The method of claim 61 wherein the non-wagering video content includes a plurality of disparate types of video content whereby the type of video content displaying on at least one of the plurality of video displays is dynamically alterable.

15 68. (new) The method of claim 61 wherein the non-game content is generated remote from the game table.

69. (new) A method of operating a table gaming business, the method including the steps of:

- A. on each among a plurality of game tables, operating a primary table game of chance in which a plurality of game players at said game table are provided the opportunity to place wagers on the outcome of a primary table game of chance;
- 5 B. providing a video hub, the video hub being adapted to receive a plurality of independent video contents, that are generated remotely from the game tables;
- C. providing a plurality of video displays in communication with the video hub, each of which video displays being mounted in association with at least one game table among the plurality of game tables and viewable by said plurality of players at
10 each of said game tables;
- D. providing at least one game player with the opportunity to also participate in a supplemental game conducted at least in part in conjunction with video content displayed on the video display and viewable to at least one game player; and
- E. displaying at least one of the non-game video contents on the plurality of video
15 displays.

70. (new) The method of claim 69 wherein the non-game video content is dynamically selectable whereby a wagering and non-wagering video content is viewable from at least the particular game tables associated with said one or more among the plurality of video displays.

20 71. (new) The method of claim 69 wherein a non-wagering video content includes at least a text banner.

72. (new) The method of claim 69 wherein a non-wagering video content includes at least advertising content.

73. (new) The method of claim 69 wherein a non-wagering video content includes at least sports
5 content.

74. (new) The method of claim 69 wherein a non-wagering video content includes at least music entertainment content.

10 75. (new) The method of claim 69 wherein a non-wagering video content includes a plurality of disparate types of video content whereby the type of video content displaying on at least one of the plurality of video displays is dynamically alterable.

76. (new) The method of claim 61 wherein the method also includes the step of receiving
15 supplemental remuneration on behalf of the one game player in connection with participation in the supplemental game.

77. (new) The method of claim 69 wherein the method also includes the step of receiving supplemental remuneration on behalf of the one game player a fee in connection with
20 participation in the supplemental game.

78. (new) The method of claim 61 wherein the supplemental game is a side wager game.

79. (new) The method of claim 69 wherein the supplemental game is a side wager game.